A COMPUTER STRATEGY GAME OF GLOBAL DOMINATION, FROM THE 1880s TO EARLY 1900

COLONIAL CONQUEST™

SSI™

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APPLE®

64K disk for Apple II with Applesoft ROM, II+, IIe and IIc.

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64K disk for Apple II with Applesoft ROM, II+, IIe and IIc.

- Full color map covers the globe, which is divided into 131 land territories.
- Strategic games that allow you to play either Great Britain, France, Germany, Russia, USA, or Japan.
- Three scenarios are provided: 1) 1880 historical set-up; 2) 1914 historical set-up; 3) Standard (non-historical) set-up.
- Rules cover the purchase of armies and navies, construction of fortifications, economic aid to other countries, espionage of enemy territory, and subversion of minor countries.
- For up to 6 human players or let the computer play any or all of the countries.
- Ability to save a game in progress for later play.

COLONIAL CONQUEST

A COMPUTER STRATEGY GAME OF GLOBAL DOMINATION, FROM THE LAND

COLONIAL CONQUEST was designed by Dan Cermak.

■ PLAYING TIME: 1 to 10 Hours

Art direction and design by LOUIS HSU-SAEKOW Cover illustration by CURTIS WONG

COLONIAL CONQUEST

THE WORLD OF A CENTURY AGO CAN BE YOURS TODAY!

MADE IN U.S.A.

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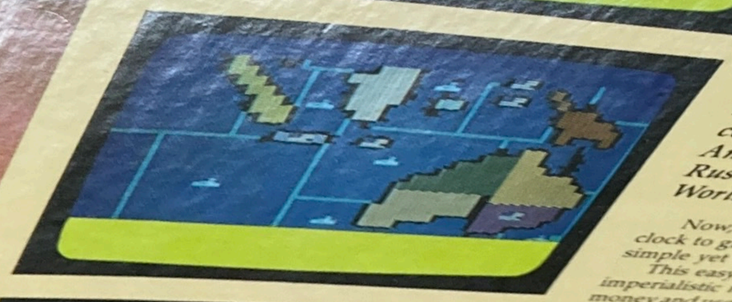
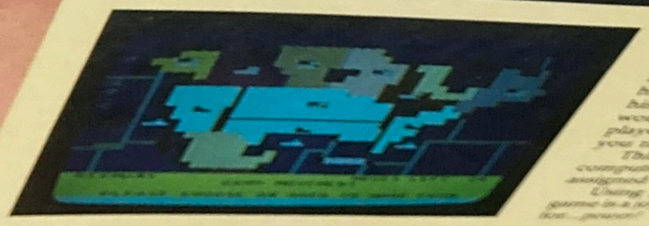




In this game, the world is divided into 131 land territories displayed in beautiful scrolling Hi-Res graphics.

THE WORLD OF A CENTURY AGO CAN BE YOURS TODAY!

The late 1800's and early 1900's marked the Age of Imperialism, with Great Britain, the U.S., Germany, France, Russia and Japan as the most active participants in the pursuit of world dominance.

It was a turbulent time, marked with colonial expansionism (no better exemplified than the English Empire's control of India), and with such wars as the Spanish-American War (1898), the Boer War (1899-1902), the Russo-Japanese War (1904-1905), and culminating with World War I (1914-1918).

Now, through the magic of computer simulation, SSI turns back the clock to give you a chance to conquer the world of a century ago in a simple yet exciting game — COLONIAL CONQUEST.

This easy strategy simulation puts you in charge of one of the six imperialistic nations. Through taxation of your lands, you can raise money and use it for espionage, subversion of minor powers, construction of fortifications, economic aid to other countries, or buying armies and navies. Your goal: To conquer as many minor nations as possible and hoist yourself up as the mightiest ruler on Earth!

Three scenarios are provided. The 1880 and 1914 set-ups are semi-realistic. The army/navy size of each major power is set according to historical records. The cost of purchasing armies and fleets also vary historically from country to country. For example, the British player would find cheap fleets and expensive manpower while the Russian player would encounter exactly the opposite. A Standard Scenario lets you randomize the global conditions.

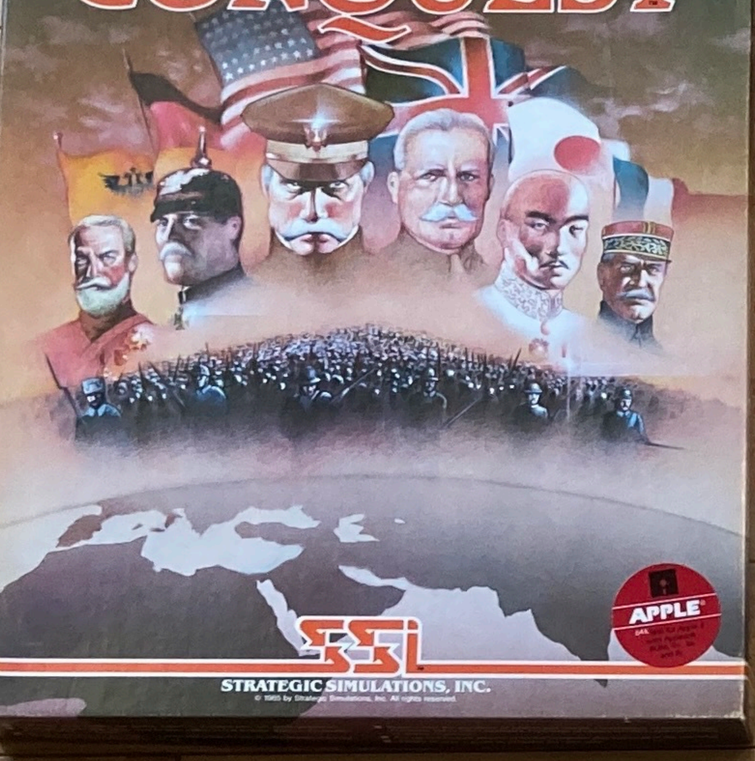
This game accommodates up to six human players, or you can let the computer play any or all of the countries. Computer opponents can be assigned different levels of ability.

Using joystick control and beautiful scrolling color graphics, this game is a joy to play. After all, it puts the world at all of us, the chance for... power!

Screen displays shown are from the ATARI® Displays from other computers may vary.
ATARI is a registered trademark of Atari, Inc.

A COMPUTER STRATEGY GAME OF GLOBAL DOMINATION, FROM THE 1880s TO EARLY 1900

COLONIAL CONQUEST



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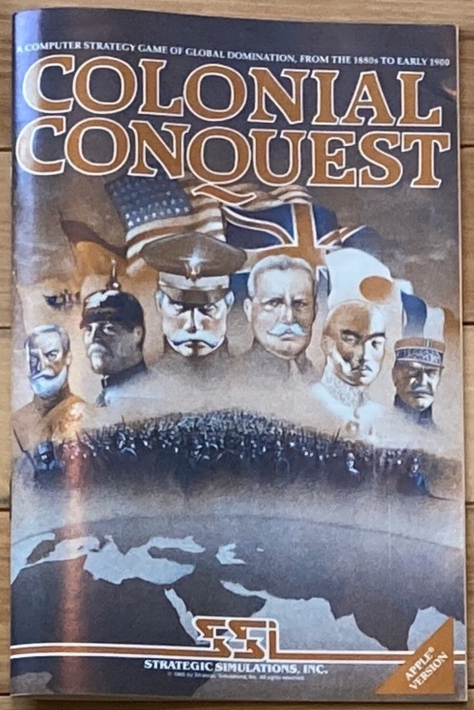

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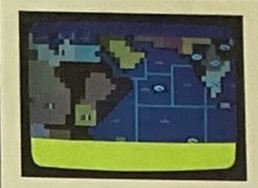

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STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What game is this card from? _____
2. What computer was used to play this game? _____
3. Please rate the following aspects of the game (9 = excellent, 1 = poor):
   Playability 9 8 7 6 5 4 3 2 1
   Realism 9 8 7 6 5 4 3 2 1
   Excitement 9 8 7 6 5 4 3 2 1
4. Have you ever played a board wargame before? ☐ Yes ☐ No
5. Please comment on this game. Include games you would like to see in the future.
6. How many other SSI games do you own? _____
7. Where did you learn about this game?
   1) ☐ friend 4) ☐ magazine ad
   2) ☐ retail store 5) ☐ magazine review
   3) ☐ SSI catalog 6) ☐ other _____
   If magazine ad, which magazine? _____
8. Where did you purchase this game?
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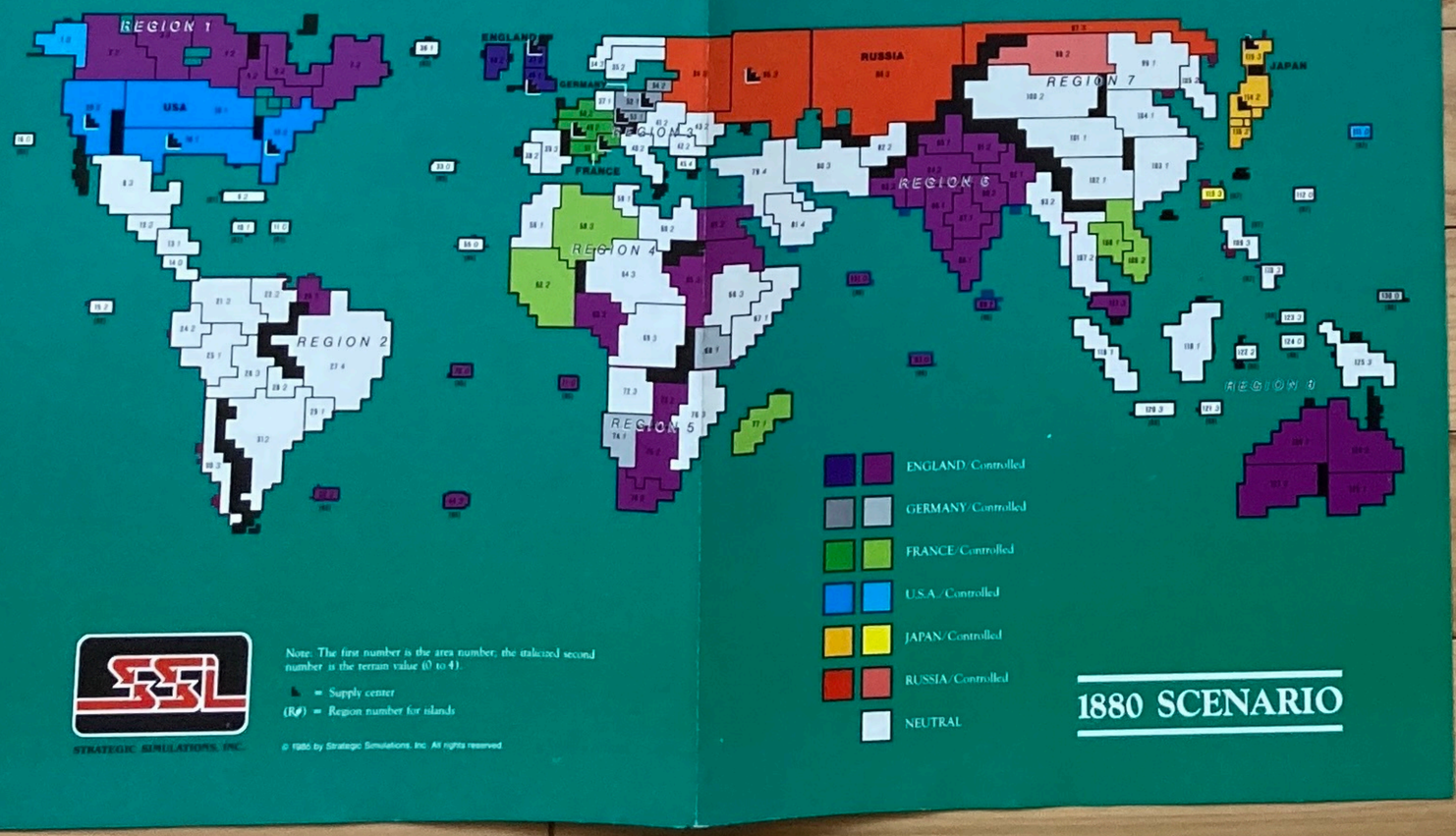
COLONIAL CONQUEST



1880 SCENARIO

Note: The first number is the area number; the italicized second number is the terrain value (0 to 4).

▙ = Supply center

(R#) = Region number for islands

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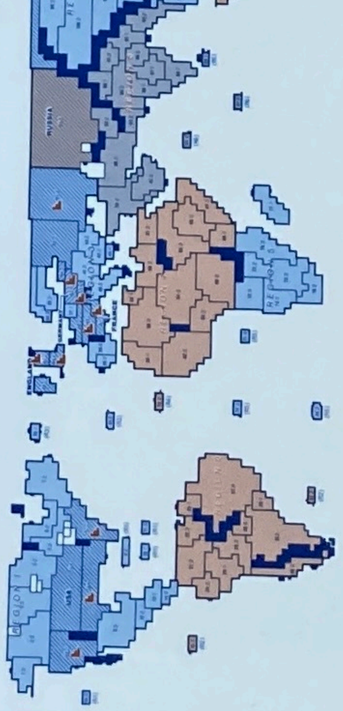
COLONIAL CONQUEST



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REGION 1 · REGION 2 · REGION 3 · REGION 4 · REGION 5 · REGION 6 · REGION 7 · REGION 8

USA · ENGLAND · GERMANY · FRANCE · RUSSIA · JAPAN

ENGLAND/Controlled
GERMANY/Controlled
FRANCE/Controlled
U.S.A./Controlled
JAPAN/Controlled
RUSSIA/Controlled
NEUTRAL

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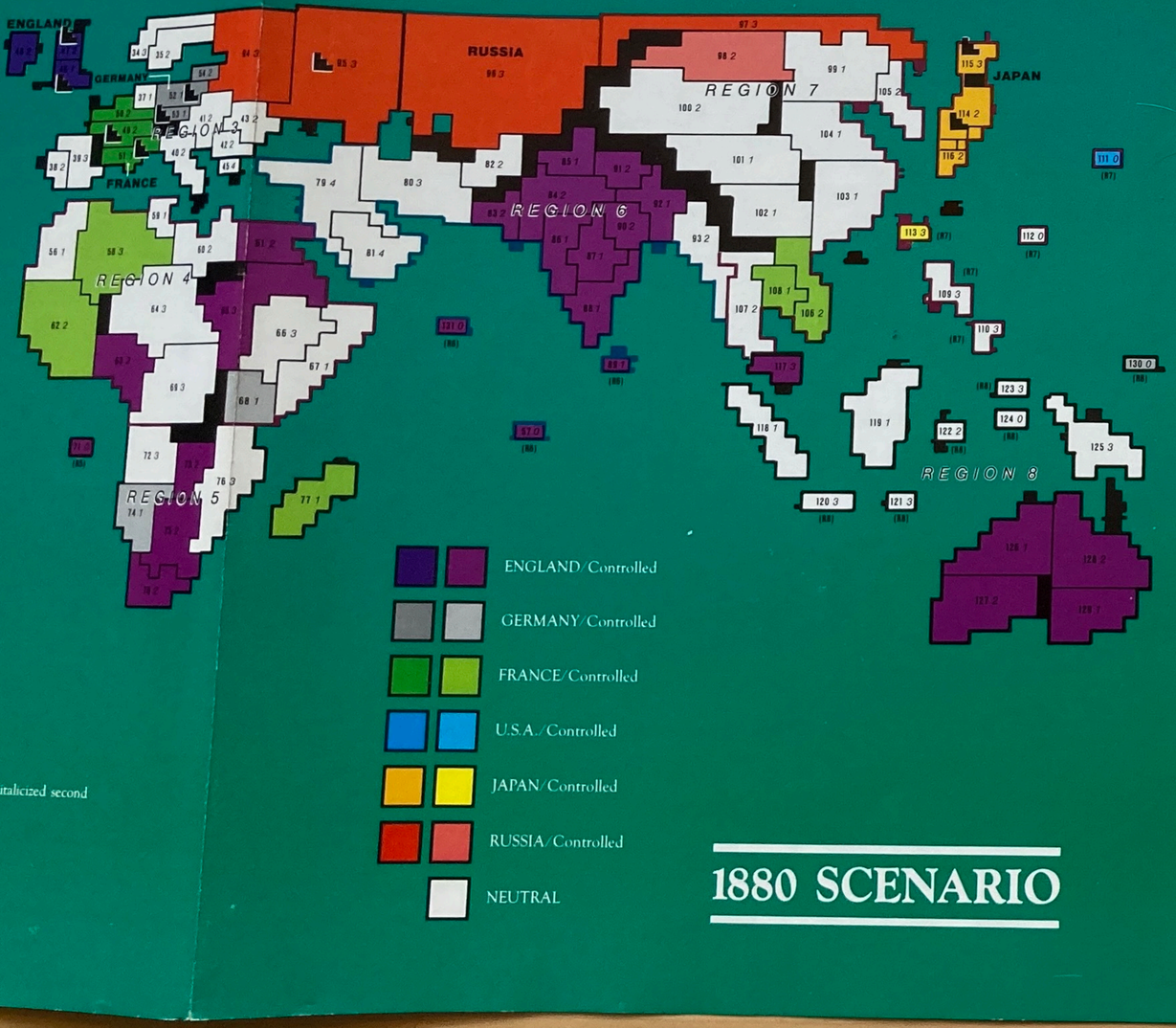

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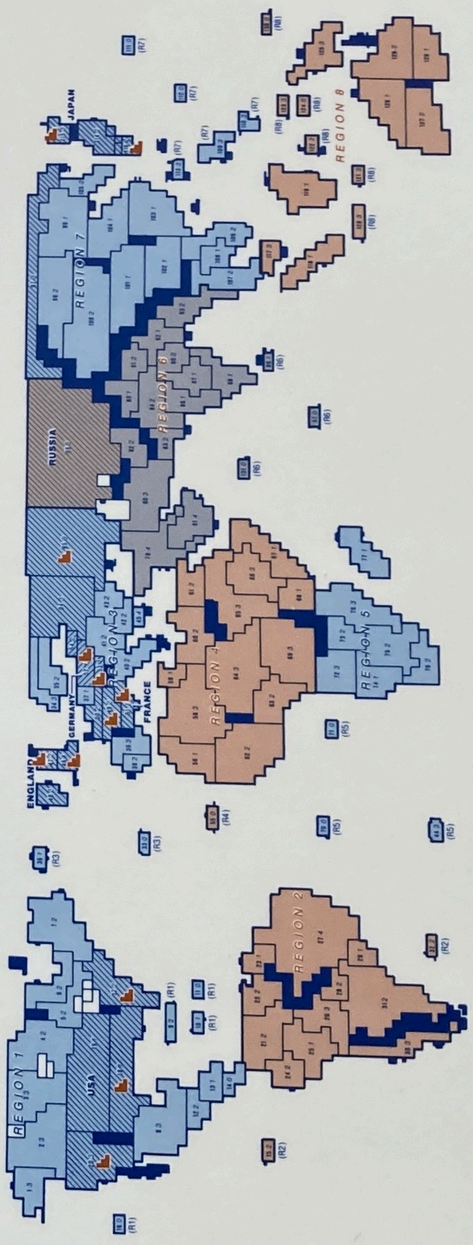

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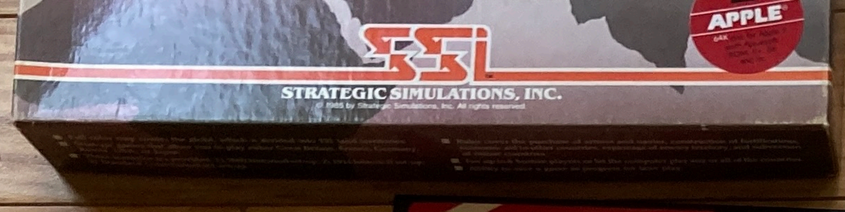

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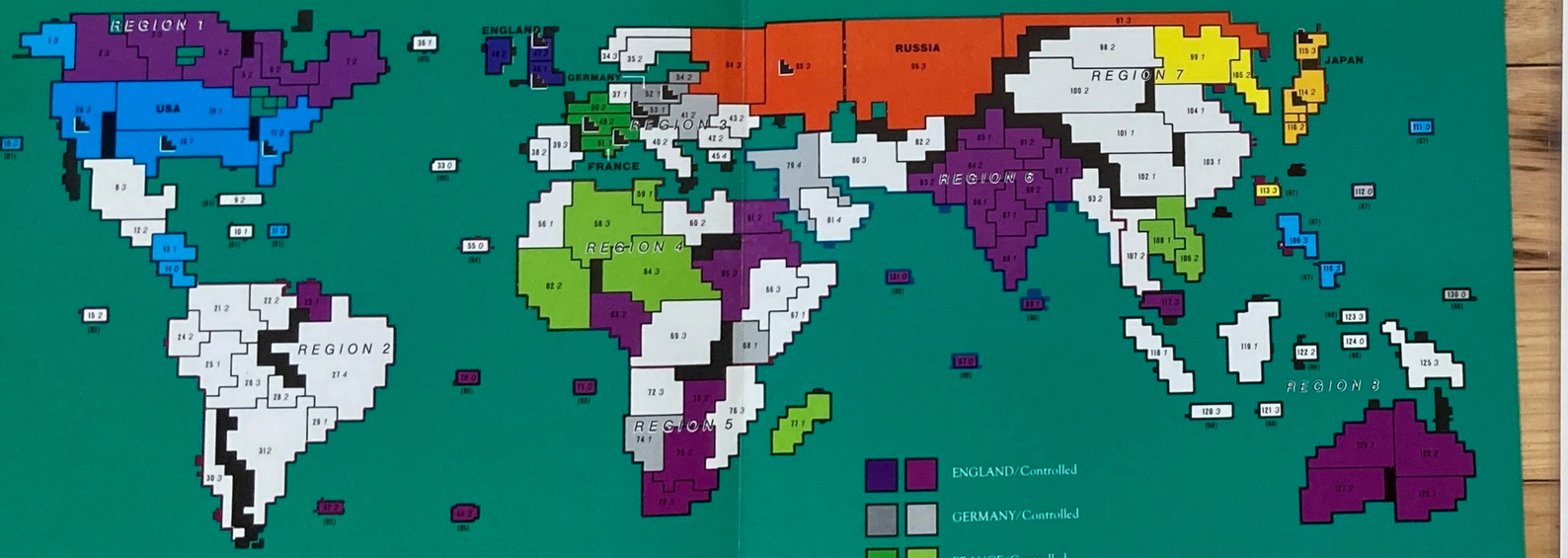

1914 SCENARIO

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REGION #1: NORTH AMERICA

AREA #	AREA NAME	TERRAIN	WORTH	ARMY SIZE
1	ALASKA	3	3	3
2	WESTERN TERRITORY	3	3	3
3	ALBERTA	2	2	2
4	MANITOBA	2	2	2
5	ONTARIO	2	2	2
6	HUDSON BAY	2	2	2
7	QUEBEC	3	3	3
8	MEXICO	2	2	2
9	CUBA	1	1	1
10	HAITI/P. RICO	0	0	0
11	HONDURAS	2	2	2
12	NICARAGUA	1	1	1
13	COSTA RICA	0	0	0
16	HAWAII	2	2	2
17	E. USA	2	2	2
18	S. USA	1	1	1
19	N. USA	3	3	3
20	W. USA	3	3	3

REGION #2: SOUTH AMERICA

AREA #	AREA NAME	TERRAIN	WORTH	ARMY SIZE
21	COLUMBIA	2	2	2
22	VENEZUELA	1	1	1
23	GUIANA	2	2	2
24	ECUADOR	2	2	2
25	PERU	3	3	3
26	BOLIVIA	4	4	4
27	BRAZIL	3	3	3
28	PARAGUAY	2	2	2
29	URUGUAY	1	1	1
30	CHILE	3	3	3
31	ARGENTINA	2	2	2
32	FALKLAND IS.	2	2	2
15	GALAPAGOS IS.	2	2	2

REGION #3: EUROPE

AREA #	AREA NAME	TERRAIN	WORTH	ARMY SIZE
33	AZORES	0	0	0
34	NORWAY	3	3	3
35	SWEDEN	2	2	2
36	ICELAND	1	1	1
37	BELGIUM	1	1	1
38	PORTUGAL	2	2	2
39	SPAIN	3	3	3
40	ITALY	2	2	2
41	AUSTRIA-HUNGARY	2	2	2
42	BALKANS	2	2	2
43	ROMANIA	2	2	2
45	GREECE	2	2	2
46	LONDON	3	3	3
47	SCOTLAND	2	2	2
48	IRELAND	2	2	2
49	PARIS	2	2	2
50	NORMANDY	2	2	2
51	MARSEILLES	2	2	2
52	BERLIN	1	1	1
53	RUHR	2	2	2
54	PRUSSIA	2	2	2
94	UKRAINE	3	3	3
95	MOSCOW	3	3	3

REGION #4: NORTH AFRICA

AREA #	AREA NAME	TERRAIN	WORTH	ARMY SIZE
55	CANARY IS.	0	0	0
56	MOROCCO	1	1	1
58	ALGERIA	3	3	3
59	TUNISIA	1	1	1
60	LIBYA	2	2	2
61	EGYPT	2	2	2
62	MAURITANIA	2	2	2
63	NIGERIA	2	2	2
64	EQUATORIAL AFRICA	2	2	2
65	SUDAN	3	3	3
66	ABYSSINIA	3	3	3
67	SOMALIA	1	1	1
68	EAST AFRICA	3	3	3
69	CONGO	3	3	3

REGION #5: SOUTH AFRICA

AREA #	AREA NAME	TERRAIN	WORTH	ARMY SIZE
70	ASCENSION IS.	0	0	0
71	ST. HELENA	0	0	0
72	ANGOLA	3	3	3
73	RHODESIA	2	2	2
74	S.W. AFRICA	2	2	2
75	BECHUANALAND	2	2	2
76	MOZAMBIQUE	3	3	3
77	MADAGASCAR	1	1	1
78	THE CAPE	3	3	3
44	TRISTAN DA CUNHA	3	3	3

REGION #6: THE NEAR EAST

AREA #	AREA NAME	TERRAIN	WORTH	ARMY SIZE
79	OTTOMAN EMPIRE	4	4	4
80	PERSIA	3	3	3
81	ARABIA	4	4	4
82	AFGHANISTAN	2	2	2
83	BALUCHISTAN	2	2	2
84	PUNJAB	2	2	2
85	KASHMIR	2	2	2
86	BOMBAY	1	1	1
87	HYDERABAD	1	1	1
88	MADRAS	1	1	1
89	CEYLON	2	2	2
90	MARATHA STATES	2	2	2
91	NEPAL	2	2	2
92	BENGAL	1	1	1
93	BURMA	2	2	2
96	STEPPES	0	0	0
131	SOKOTRA IS.	0	0	0
57	MAURITIUS IS.	0	0	0

REGION #7: THE FAR EAST

AREA #	AREA NAME	TERRAIN	WORTH	ARMY SIZE
97	SIBERIA	3	3	3
98	OUTER MONGOLIA	2	2	2
99	MANCHURIA	1	1	1
100	SINKIANG	2	2	2
101	SZECHWAN	1	1	1
102	YUNNAN	1	1	1
103	FUKIEN	1	1	1
104	SHANSI	1	1	1
105	KOREA	2	2	2
106	INDOCHINA	2	2	2
107	SIAM	2	2	2
108	CAMBODIA	2	2	2
109	LUZON	3	3	3
110	MINDANAO	0	0	0
111	MIDWAY	0	0	0
112	MARIANA	3	3	3
113	FORMOSA	2	2	2
114	HONSHU	3	3	3
115	HOKKAIDO	2	2	2
116	KYUSHU	2	2	2

REGION #8: THE SOUTH PACIFIC

AREA #	AREA NAME	TERRAIN	WORTH	ARMY SIZE
117	MALAYA	3	3	3
118	SUMATRA	1	1	1
119	BORNEO	3	3	3
120	JAVA	2	2	2
121	TIMOR	3	3	3
122	CELEBES	2	2	2
123	MOLUCCAS	3	3	3
124	CERAM	0	0	0
125	NEW GUINEA	3	3	3
126	N. AUSTRALIA	1	1	1
127	W. AUSTRALIA	2	2	2
128	QUEENSLAND	2	2	2
129	NEW SOUTH WALES	1	1	1
130	CAROLINE IS.	0	0	0

■ Ability to save a game in progress for later play.

APPLE®

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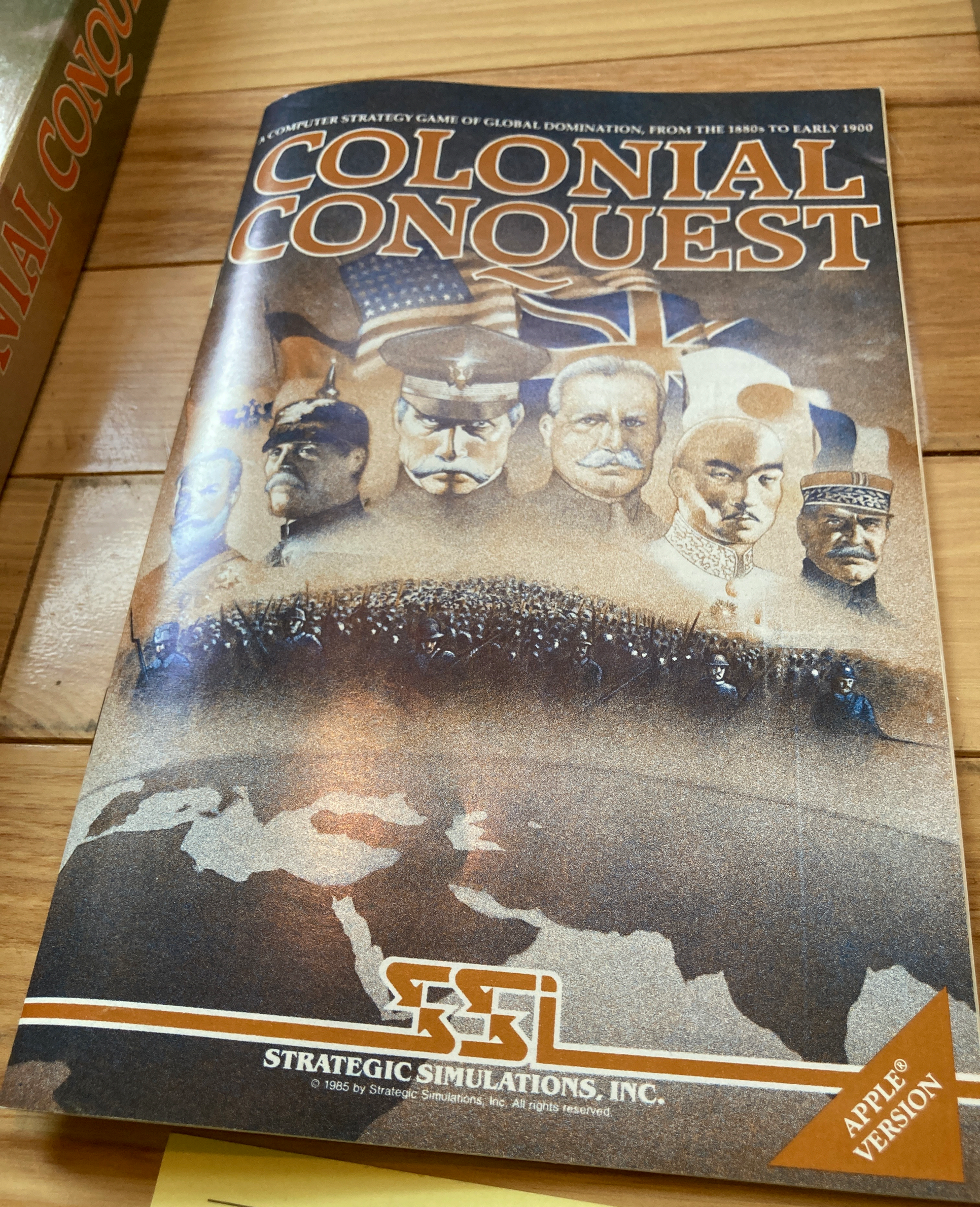

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1. What game is this card f

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